

TRAP IN CARPIQUET

SCENARIO ASL TAC7 Translated by Coastal Fortress Gaming Group

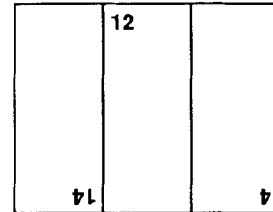


VICTORY CONDITIONS: Before German setup, the Canadian player must secretly note one of the two following VCs: control all buildings adjacent to the airfield runways, or control all multi-hex stone buildings (even if fully rubble) on board 12. The Canadian player wins immediately when fulfilling the chosen VC.

CARPIQUET, FRANCE, July 4, 1944:

Since the invasion, the English and Canadians had not advanced north of Caen. Their advance was slow and costly, but this pressure tied up many German troops and made it possible for the Americans to advance in the west. Before attacking Caen directly, the 1st British army corps decided to cut off the town a bit more and entrusted the 3rd Canadian DI with capturing the airfield immediately to the west of Caen: this was known as operation "Windsor". The Canadians were determined to drive out of the already strongly bombed village the well dug-in cut-off SS holding it.

BOARD PLACEMENT:

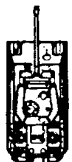


BALANCE:

☉ Add a dm HMG to the Canadian OB

☙ 2 German squads may set up HIP

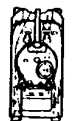
☙ GERMAN sets up first [173]	1	2	3	4	5	6	7	8	9	10	11	END
☉ CANADIAN moves first [275]												



Elements of the 1st Battalion, 26th Regiment (12th Panzer Division SS "Hitlerjugend") [ELR:5]

Set up on boards 4 and 14 on/south of hexrow X and/or on board 12 on/south of hexrow J {SAN:4}:

6-5-8	2-2-8	1-1-1	1-1-1	1-1-1	7-16	5-12	3-8	7 mtrds
11		2					3	8
15 3/8/2	88L A3/4/2	Trench DMR, DBA: +4 Other: +2	Minefield II	AT Mine				
2		4	12	12				



Elements of the North Shore, De la Chaudière, Royal Winnipeg Rifles regiments of the 10th armored regiment [ELR:4] Enter on turn 1 along the northern edge {SAN:3}:

4-5-8	4-5-7	10-2	9-1	8-1	8-0	3mm	2-8	2-7	8-3
15	8			2	2	2	3	3	
13 1/4	13 1/4	7 14 1/4							
	6								

Scenario Design: Jean Lasnier '91

SSR:

- EC are moderate with Mild Breeze from the west.
- For every building hex on/between hexrow L and W on board 12, place a Rubble marker in that hex on a dr 2 (+1 dm for a stone building). Moreover, for any multi-story building hex that contains a Rubble marker, make a separate DR. On a white dr 3 place another Rubble marker in the adjacent hex indicated by the colored dr. A chain of results is possible (B24.121).
- All the road hexes are dirt roads (B3.1).
- All the hedges are bocage (B9.5).
- One German squad can setup HIP(A12.3), along with any SW/leader stacked with them.
- APMines may not be exchanged for ATMines.

AFTERMATH: Well supported by tanks, the infantry of *North Shore* and the *De la Chaudière* Regiment rushed forward to attack the ruined village held by a few SS squads. The SS, exhausted after a month of uninterrupted combat, fiercely defended themselves, but the clearing of the village had begun. To the south, the *Royal Winnipeg Rifles* attacked the airfield but progressed slowly. After the tanks vainly tried to clear a path through the rubble-filled streets, and some (including a Crocodile) exploded from mines, they emerged on the plain and rushed toward the airfield. There, waiting concealed in hangers were a Panther and 88 guns which dissuaded them from advancing farther. At the end of the day, the village was taken, but not the airfield. That would fall on July 8 and Caen on July 9.